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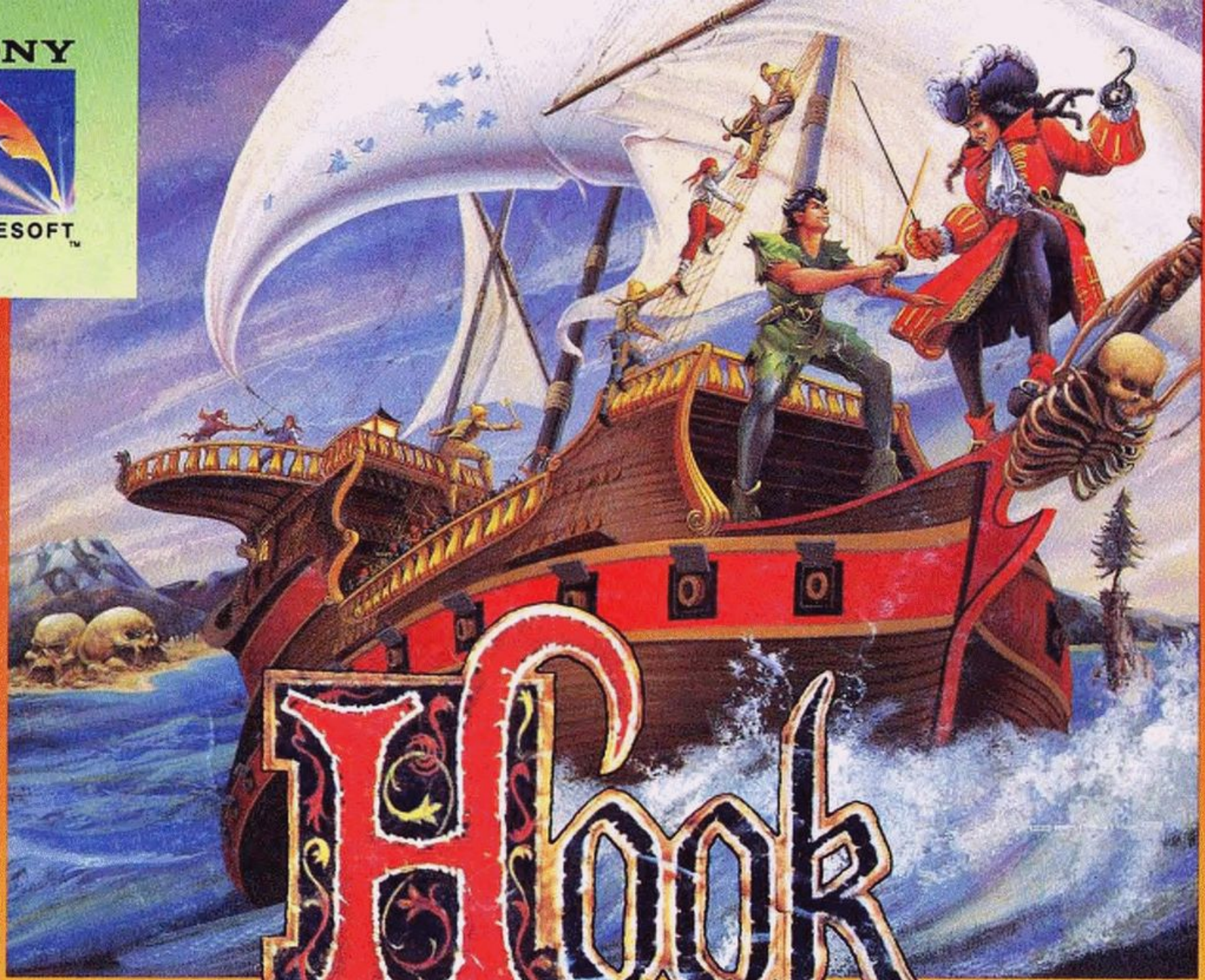

Hook™

NES-7Q-USA

INSTRUCTION BOOKLET

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for play on the

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- *If you are playing for a long time, take a 10 to 15 minute break every hour.*
- *The Game Pak is a high precision piece of electronics. Do not store it in places that are very hot or cold. Do not hit, drop or otherwise abuse it. Do not take it apart.*
- *Avoid touching the connectors with your fingers. Do not blow on them or allow to get wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.*
- *Do not clean with benzene, paint thinner, alcohol or any other solvent.*
- *Always store the Game Pak in its protective cover when not in use.*
- *Always check the Game Pak edge connector for foreign material before inserting the Game Pak in the Control Deck. To prevent the edge connectors from becoming dirty, we recommend that you regularly use the NES Cleaning Kit only. Cleaning kits are available at all Authorized Nintendo World Class Service Center locations and at most retailers.*

HARDWARE PRECAUTIONS / MAINTENANCE

- *Do not use any power plug other than the AC adapter provided with your NES. The AC adapter may become warm during use; this is normal and is no cause for concern.*
- *Do not use any RF switch other than the one included with your NES.*
- *Do not disassemble or try to repair the NES components. Doing so voids your warranty.*
- *Always turn the power switch of the Control Deck® off before loading or removing a Game Pak. Insert the Game Pak completely without forcing either the Game Pak or the Control Deck.* ***Load only*** *NES Game Paks into the NES Control Deck. To remove a Game Pak, push the eject button and carefully remove the game.* ***A Game Pak cannot be removed If the power switch is in the on position.***
- *After you have finished playing, be sure to remove the Game Pak from the Control Deck.*
- *Do not store the Control Deck in a humid place, on the floor or in any location where it may collect din, dust, lint, etc.*
- *Do not drop, hit or otherwise abuse the NES components.*

- *Do not leave the Control Deck turned on for extended periods when not in use.*
- *When disconnecting any plugs from the Control Deck first turn the Control Deck off, then carefully pull by the plug itself rather than by the cord. Do not step on, sharply pull or bend any wires or cables.*
- *Do not expose the Control Deck, Game Paks or any other of the NES components to extreme heat or cold.*
- *Do not spill liquids on the Control Deck, Game Paks or any other of the NES components. To clean, use a soft slightly damp cloth. Allow the component to dry completely before using again. (Use water only.)*
- *Do not rapidly turn the power switch on and off, as this may cause battery backed-up Game Paks to lose your stored game information.*

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THE STORY OF HOOK

Grown up and going through life as an attorney with children of his own, Peter Banning never even considered the possibility of returning to Neverland. In fact, he couldn't even remember having been there in the first place! But when the evil Captain Hook returns to grab his children, Granny Wendy is forced to jog his memory into remembering those carefree days when he ran with the Lost Boys in the wild on Neverland. Peter Banning is Peter Pan! Luckily, armed with a wooden sword, the urgings of Granny Wendy, and the friendly advice and help of your friend Tink, you are well equipped for the adventure that lies ahead.

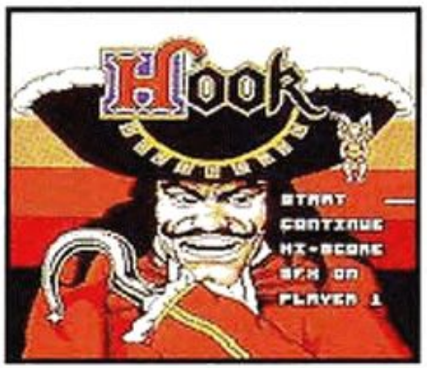
As Pan you will encounter many obstacles and battle many foes in your search for the children. You will be forced to deal with Pirate ghosts and Pirate zombies. In the forests of Neverland you will confront pirates, banana tossing monkeys, rope ladders and seemingly uncrossable streams. At some points you will be forced to fly from one destination to another where you must catch flying marbles to stay aloft.

Along the way you will be developing your skills to prepare yourself as Peter Pan to defeat the evil Hook and win the children's freedom. In order to be successful in reaching Hook and beating him, you will need to find or earn

four special items. You will know when you have found them because you will see a special screen showing what you have collected.

But Neverland is a large island and Hook is a shrewd and elusive character. There are many hazards to avoid along the way and you will need to get past each of them on your way to find Hook and the children. So good luck, and hurry: the children are waiting!

STARTING THE GAME



Insert the **Hook** game pak into your Nintendo Entertainment System.® Turn the power on. The title screen will be displayed momentarily and then the menu screen will appear automatically.

Place the sword tip next to the menu item you wish to select. Use the **Select Button** or the **control pad** to move the sword tip. Press the **A Button**, **B Button** or **Start Button** to make your selection at each menu item.

Start – Will start the game at the beginning.

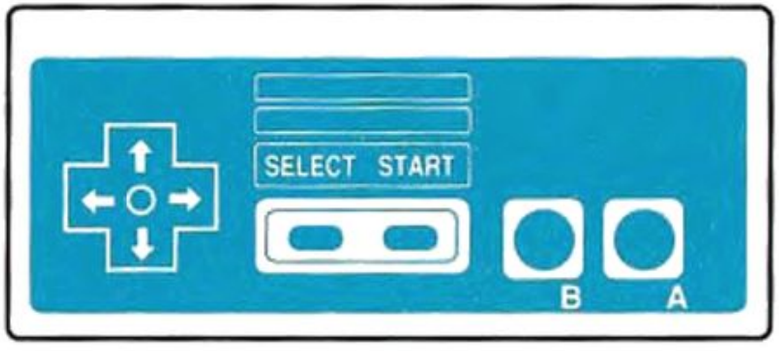
Continue – Allows you to return to the last destination you were at in the last game.

Hi score – Displays top scores.

SFX on/off – This feature will turn the sound on or off.

Player 1/2 – **Hook** is a one player or two player alternating game.

BASIC CONTROLS



In certain situations, the **controller** will have different uses for controlling Pan's actions. In general, though, the controller has the following functions:

Control pad: *Left* – Move Pan to the left

Right – Move Pan to the right

Down – Pick something up or duck down

Up – Climb a ladder

A Button: Jump, swim, or pick up items

B Button: Thrust sword or use metal detector; Use with **Up** to send Tink to take care of Enemies

Start Button: Make a selection from the menu

Select Button: Move the sword tip on the menu screen

THE NEVERLAND MAP & COMPASS

When you begin a new game or continue a game you have already started, you will begin at the map screen. The map screen shows your location in Neverland. It has a map of Neverland and a compass in the lower right hand corner of the screen. If you are continuing a game, you will be placed on the map at your last destination. You select the direction you want Pan to go by changing the direction of the compass arrow. Move the arrow by using the **control pad**. If there is a destination in that compass direction, the name will be displayed below the compass. Choose the destination by pressing the **A Button**.

Each destination will pose a unique challenge. Pan will encounter enemies in the forest, underground, underwater, in town, in the lagoons, in icy winter scenes and at the Nevertree. While some destinations are similar, each will have its own solution and you must help Pan find his way through each destination on his way to the next.

If Pan is knocked back or hurt while finding his way through one of Neverland's destinations, he will lose some of his strength. When all of Pan's strength has been used, he will drop out of the screen from exhaustion and will lose a life. You will need to make sure that Pan avoids getting hurt to keep him going.

When Pan has lost three lives, he will be made to walk the plank off Hook's ship. If you're lucky, Tink will help you continue the search for the children!

ITEMS TO FIND

KEY ITEMS:

These are the items you will need to find in each of the destinations of Neverland which will allow you to find your way out of that destination.

Cherries

Find cherries to complete Neverland Forest and Nevertree destinations.

Coins

There are gold coins in the town. Find them to complete the level.

Cakes

Find cakes to finish underground levels.

Peaches

Find peaches in the lagoon destinations.

Pearls

Grab the pearls from the hungry clams to complete the underground destinations.

Ice Sticks

The ice sticks are the key items to find in the Neverland icy regions.

Note: *Pictures shown (pages 11 thru 16) are partial frames of actual screen images*

TOOLS:

Thimbles

Find thimbles in various Neverland destinations. By using them, Tink will help you out with the Enemies. To give Tink a thimble, press the **Up Button** and the **B Button** at the same time.

Marbles

Use marbles to stay aloft while flying. Marbles can also be collected while on land and used to jump onto pixie dust.

Pixie Dust

There may be pixie dust floating in long spaces between platforms. Use your marbles to jump onto this magic dust as if it were solid; use those marbles wisely, though!

Metal Detector

The metal detector can be found in Neverland's caverns and underground destinations. It is used to find buried treasure. To use it, press the **B Button**. When you find buried treasure, the indicator light will blink and two seconds later, the treasure will appear!

Flame & Powder Keg

Find the flame in the town scenes. Once you have the flame, if you make Pan jump onto a powder keg, he will be launched upward so he can get to platforms above him.

Food

Find food to keep Pan's strength up.

THE ENEMIES

FOREST AND LAGOON ENEMIES

The Hermit floats around the forest looking to stop Pan.

The Snake hangs down from tree limbs in the forests and lagoons.

Pirates are found almost everywhere in the game and are most certainly allied with the evil Hook.

The Monkey sits on branches of trees in the Neverland forests and jungles and throws bananas in Pan's path.

UNDERGROUND ENEMIES

The Pirate Zombie paces endlessly in the underground areas of Neverland. If Pan is touched by a Pirate Zombie he becomes a zombie for a brief period of time as well and cannot be controlled.

The Pirate Ghosts float around underground as well. They don't always hurt, but don't let them fall on Pan.

The Dragon also lives underground and breathes fireballs at Pan.

Spiders also hang around the walls of the cave and are poisonous to Pan.

ICY REGION ENEMIES

The Abominable Snowman guards the Neverland icy regions by rolling snowballs at Pan.

Penguins scoot back and forth across the ice to stop Pan's progress.

Pirate Eskimos are just like all the other Pirates around Neverland, except they have nice warm coats on to protect them against region weather.

UNDER WATER ENEMIES

In the waters around Neverland you'll also encounter these diving gear equipped **Submerged Pirates**. Watch out for their suction cup harpoons! The **Jellyfish** are not much friendlier.

THE STATUS BAR

In the top left hand corner of each destination screen you will see a constantly changing status bar which gives you information on your status for each of the destinations on Neverland, except when you fight Rufio, or take on Hook on his ship at the end of the game. It displays the following information:

A bar graph indicator tells you how much strength Pan has left when on land, and how much air he has left when underwater. Eat food on land to build strength, and surface or find an air pocket to replenish Pan's air supply when underwater.

How many **thimbles** you have acquired to give to Tink to take care of Enemies for you.

How many **items** you still need to be able to complete the destination and find the exit to go to the next level.

How many **marbles** you have found to use pixie dust to cross gaps between platforms.

IN THE FORESTS OF NEVERLAND

Pan must find his way through the forest without letting the pirates get him. The key items to find here are the cherries. The pirates are numerous and while they have certain appointed guard duties, if they see Pan they will come after him. So be careful, these guys are dangerous!

NEVERLAND'S CAVES & UNDERGROUND CAVERNS

Pan must work his way through the underground tunnels and find his way out. Pan must jump over moving platforms, climb ladders and avoid zombies and poisonous spiders as he finds his way through each of these underground mazes. Look for cakes to complete these destinations.

Pan's hungry and helpful friend Thud Butt can also be found in Neverland's underground caverns. Feed Thud Butt and he can blow down any wall he's near.

THE WATERS OF NEVERLAND

Several water scenes also lay between Pan and finding the children and Hook. Pan must swim below the surface in each of these scenes to collect pearls and find his way out. There are lots of dead ends. The display's status bar shows how much air Pan has left when he's under water. Be sure he doesn't run out.

To make Pan swim, use the **control pad** to turn Pan in the direction you want him to go, then press the **A Button** to make him swim. Swim past objects in the water to pick them up.

THE TOWN OF NEVERLAND

Hook's pirates have control of Neverland which was built to look like the deck of a pirate's ship. Cannonballs fly around the town like baseballs. But Pan's not here to play baseball. Look for gold coins.

NEVERLAND'S LAGOONS

The lagoons of Neverland are a lot like its forests. Use the same strategy to help Pan find his way through them. Look for peaches to complete the boards.

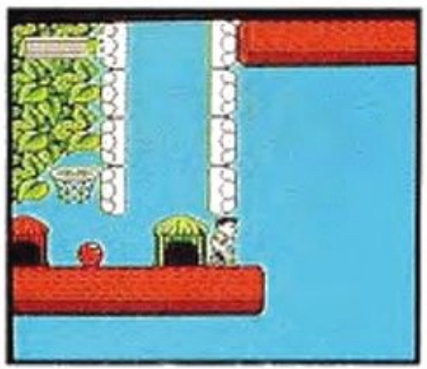
THE ICY REGIONS

Neverland's varied climate also has a couple of wintery areas. Collect ice sticks to complete them.

Watch out for icicles. If Pan jumps and lands near one, they may come loose and fall on him.

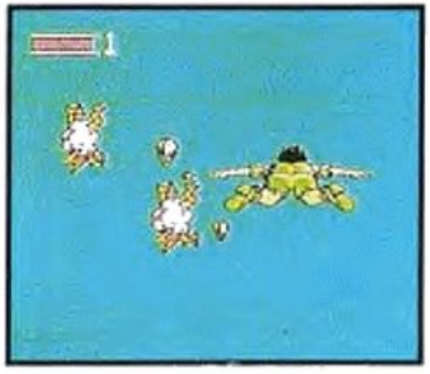
THE NEVERTREE

The Nevertree is like no tree you've ever seen. It is big and filled with strong branches and treehuts. There are walkways, trampolines, ropes and ladders for Pan to use to find his way through.



You can earn extra points by shooting baskets. When you see a basketball, bend down and pick it up. Dribble into position and shoot using the **B Button**. Beware, you only have a limited amount of time, then the ball disappears.

FLYING



Many times throughout the game you may see Flying as one of the destinations on the compass. It may be the only way to get from one place to another on Neverland. While in flight, Pan must fly among air balloons and clouds.

Avoid the balloons which carry sticks of dynamite. Catch the balloons which carry marbles. Pan needs to catch as many marbles as he can in order to stay aloft.

Pan can fly right through some of the clouds. Other clouds are electrical storm clouds and may shock Pan out of some of his strength.

When Pan nears his destination he will slowly descend back to land and again consult his map and compass.

FIGHTING RUFIO

At some point, Pan is sure to run into Rufio, the leader of the Lost Boys. In order to gain the respect of the Lost Boys and get the magic sword he needs to defeat Hook, Pan must win a duel with Rufio. Pan is equipped with only a wooden sword. This is one of the toughest fights you will have, so be prepared for a difficult battle.

You can control Pan's movements as follows:

Move Pan Left	**control pad** left
Move Pan Right	**control pad** right
Thrust Sword	**B Button**
Kneel	**control pad** down
Kneel and Thrust	**control pad** down & **B Button**
Jump & Turn	**A Button**
Jump Left	**control pad** left & **A Button**
Jump Right	**control pad** right & **A Button**

At the top of the screen, two power gauges show Pan's and Rufio's tunics. Each blow tears away at the tunic of the fighter who was hit until finally either Pan or Rufio loses his tunic. When the tunic falls away, only the undershirt will remain on the loser.

HOOK'S SHIP

You must successfully complete all other scenes before you can get to Hook's ship and the final confrontation. Hook must be defeated. He is holding the children hostage and only Pan can save them.

Hook is an expert swordsman. Pan and Hook will battle it out on the deck of Hook's ship. Smee will appear from the portals to try to restrict Pan's movements by tying a ball and chain to his feet. Jump to avoid it.

Pan can be maneuvered in the same way as when he faced Rufio earlier in the game. Strength levels are shown at the top of the screen as bar graphs. You must outlast Hook to save the children. Whether Pan or Hook tires out first is up to you. Good luck!

Defeat Hook...

or he'll make you

walk the plank!

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- *Plug the NES into a different outlet so that computer and receiver are on different circuits.*

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